SONY

3-760-727-41 (1)

Video Editing Controller

RM-E100V

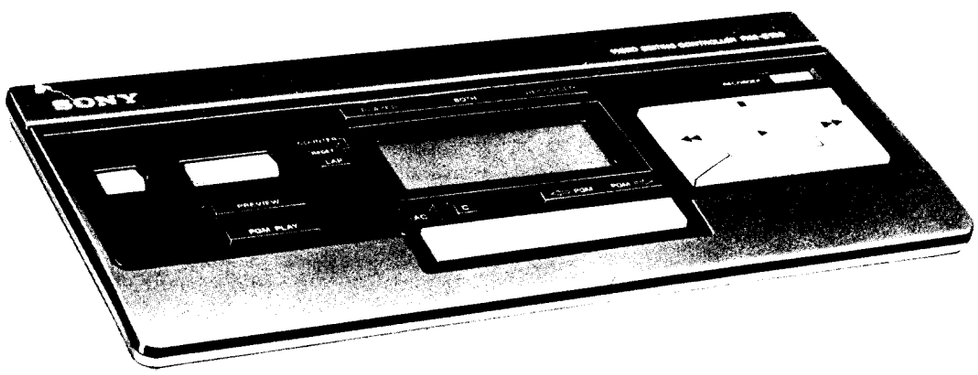
Operating Instructions

Before operating the unit, please read this manual thoroughly, and retain it for future reference.

Owner's Record

The model and serial numbers are located at the rear. Record the serial number in the space provided below. Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. RM-E100V Serial No. _____



©1988 by Sony Corporation

Table of Contents

Precautions 2
Features 3
Location and function of controls 4
Connections 7
Display window 13
Operation of the player and the recorder 14
Basic editing modes 15
Automatic assemble editing 16
Preview 19
Program play 20
Specifications 21
Trouble checks 22
Reference for the connections 23

Precautions

On Safety

- Do not open the cabinet. Refer servicing to qualified personnel only.
- Should any liquid or solid object fall into the cabinet, disconnect the power source and have the unit checked by qualified personnel before operating it any further.

On installation

Do not install the unit near a heat source such as a radiator or an air duct, or in a place subject to direct sunlight, excessive dust, mechanical vibration or shock.

On cleaning

Clean the cabinet, panel and controls with a soft dry cloth, or a soft cloth lightly moistened with a mild detergent solution. Do not use any type of solvent, such as alcohol or benzine, which might damage the finish.

If you have any questions about this unit contact your Sony dealer.

Caution

Television programs, films, video tapes and other materials may be copyrighted. Unauthorized duplication of such material may be contrary to the provisions of the copyright laws.

Information

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—reorient the receiving antenna
—relocate the equipment with respect to the receiver
—move the equipment away from the receiver
—plug the equipment into a different outlet so that equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Features

The RM-E100V video editing controller allows you to control a 8 Video 8 video camera recorder together with another video camera recorder or with a VCR listed below either simultaneously or individually. A variety of useful functions for tape-to-tape editing is provided.

Automatic assemble editing
Up to 8 desired programs can be memorized in this unit and edited automatically in a desired sequence simply by pressing a button.

Editing rehearsal "PREVIEW"
It is possible to play back and check the memorized programs before actual editing.

Program play
The memorized programs can be played back in sequence.

8 Video 8 video cassette/camera recorder and β Betamax, Panasonic (VHS format) or JVC (VHS format) VCR connection
As you can connect a β Betamax, Panasonic (VHS format) or JVC (VHS format) VCR as well as another 8 Video 8 video cassette/camera recorder as the recording VCR, you can edit what is recorded on a 8 Video 8 video cassette tape onto a β Beta or VHS tape cassette easily and fast with this controller.

Large LCD (Liquid Cristal Display) window
The tape counter, operation mode of the VCR (or video camera recorder), etc. can be monitored at a glance.

The Video Cassette Recorders Used with This Unit

In this manual, the video cassette/camera recorder used for playback is called "the player" and the video cassette/camera recorder used for recording is called "the recorder".

As a player*

- A video cassette/camera recorder equipped with the 5-pin (round) or stereo mini-mini REMOTE connector

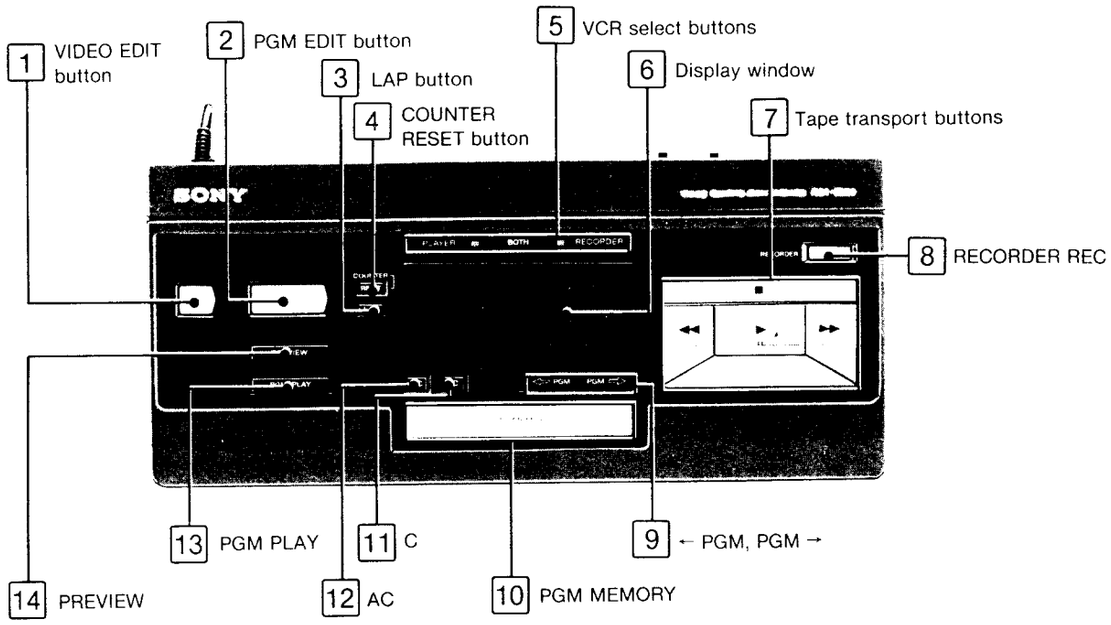
As the recorder*

- A video cassette/camera recorder equipped with the 5-pin (round) or stereo mini-mini REMOTE connector
- β Betamax or 8 Video 8 video cassette recorder equipped with CONTROL IN/CONTROL S IN (input) jack (minijack)
- β Betamax video cassette recorder equipped with CAMERA REMOTE IN/CAMERA PAUSE jack (special minijack) or CAMERA connector (14-pin, K type)
- JVC (VHS format) video cassette recorder equipped with CAMERA PAUSE jack (minijack).
- Panasonic (VHS format) video cassette recorder equipped with CAMERA REMOTE jack (extra minijack).
- Sony infrared remote control video cassette recorder

*In the future, when VCRs with a CONTROL L jack (5-pin, round) is available, you will be able to connect such VCRs to this editing controller on the player's side and/or on the recorder's side. The connection would be the same as you would connect this VCR to the REMOTE jack of an 8 mm format video camera recorder as illustrated on pages 9–11.

Location and Function of Controls

For details, refer to the pages indicated in parentheses.



1 VIDEO EDIT button (page 15)
Press to start editing. The player starts playback and the recorder starts recording simultaneously. Press again to stop editing. Both VCRs will stop simultaneously.

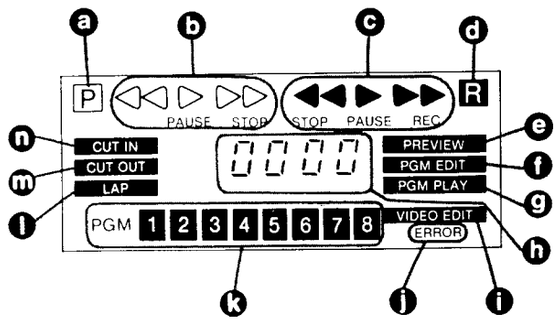
2 PGM EDIT (program edit) button (page 18)
After presetting the programs to be edited, press to effect automatic assemble editing. To stop during editing, press the button again. The player stops, and the recorder goes into recording pause mode.

3 LAP button (page 20)
This button is effective only when the player is equipped with a "time" counter (counter with "H,M,S" indicators). Press the button to display the approximate total time of all the memorized programs.

4 COUNTER RESET button
When the green PLAYER lamp is lit, press this button to reset the counter on the player to "0000" (or, if the player's counter is a time counter, "0H00M00S"). When the recorder is connected to the CONTROL L connector, press the RECORDER button and then this button to reset the counter on the recorder to "0000" or "0H00M00S".

5 VCR select buttons (page 14)
Press to select the VCR to be used. The corresponding lamp lights.
PLAYER button and green lamp
To operate the player.
RECORDER button and red lamp
To operate the recorder
BOTH button
To operate both the player and the recorder. The green and red lamps light.
When the PREVIEW, PGM EDIT, PGM PLAY or VIDEO EDIT button is pressed, the lamp(s) light(s) automatically according to the VCR(s) in operation.

6 Display window



ⓐ Lights when the player is connected.
ⓑ Show the tape operation mode of the player.
ⓒ Show the tape operation mode of the recorder*.
◀◀: rewind, ▶: playback, ▶▶: fast forward, PAUSE: pause, STOP: stop, REC: recording

* Lights only when the recorder is connected to the CONTROL L connector.

ⓓ Lights when the CTRL L/CTRL selector is set to CTRL L.
ⓔ Lights during the preview operation.
ⓕ Lights during the automatic assemble editing operation.
ⓖ Lights during the program play operation.
ⓗ Displays the tape counter of the player.
ⓘ Lights when the VIDEO EDIT button is pressed for editing.
ⓙ Lights when a cut-in or cut-out point is set incorrectly or when a connection is made incorrectly.
ⓚ Program numbers for automatic assemble editing. For each memorized program, one of the numbers 1 to 8 lights to show the order in which the program is to be edited. Up to 8 programs can be memorized.
ⓛ Lights when the LAP button is pressed.
ⓜ Lights when a cut-out point is indicated on the tape counter or when the tape is in a portion between the cut-in point and the cut-out point of a program.
ⓝ Lights when a cut-in point is indicated on the tape counter or when the tape is in a portion between the cut-out point of the previous program and the cut-in point of the following program.

7 **Tape transport buttons**
These buttons activate the VCR(s) selected by the VCR select buttons. The functions of these buttons are the same as those of the VCRs.
◀◀ **(rewind) button:** Press to rewind the tape.
▶ **(playback) button:** Press to play back the tape.
▶▶ **(fast forward) button:** Press to advance the tape rapidly.
■ **(stop) button:** Press to stop the tape.
❚❚ **(pause) button:** Press to stop the tape momentarily during recording or playback. Press again to resume it. Easy and smooth repetition of stop and start of recording can be done with this button to skip recording of unwanted portions of the playback tape. During playback, a still picture can be viewed.

8 **RECORDER REC (recording) button (page 15)**
When the red RECORDER lamp is lit, press this button to start recording on the recorder.

9 **← PGM, PGM → (program) buttons (page 19)**
Press to display the cut-in or cut-out point of a program to be memorized, changed, eliminated or checked.

10 **PGM MEMORY (program memory) button (page 17)**
Press to have the cut-in or cut-out point of a program memorized.

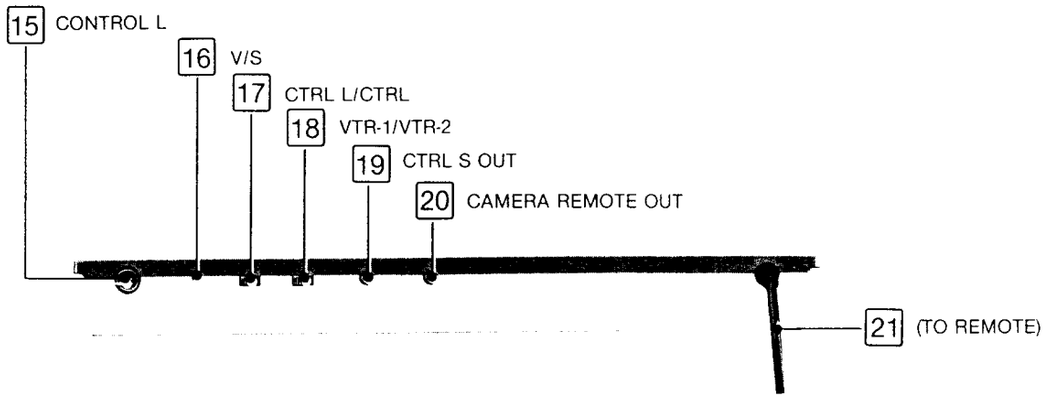
11 **C (clear) button (page 19)**
Press to erase the cut-in or cut-out point of a memorized program. When this button is pressed, the tape counter displays "----" and the memory of the blinking program number is erased.

12 **AC (all clear) button (page 20)**
Press to erase the cut-in and cut-out points of all the memorized programs. The display returns to the initial setting when the power was first turned on and all the programs, including the setting of the VCR select buttons, are cleared.

13 **PGM PLAY (program play) button (page 20)**
Press to start program play. The memorized programs will be played back in sequence. Press again to stop program play.

14 **PREVIEW button (page 19)**
Press to preview the memorized programs. The programs will be played back in sequence between playback pauses for a few seconds at each cut-in and cut-out point. Press again to stop the tape during previewing.

Rear panel



15 CONTROL L connector (round, 5-pin)
Connect to the REMOTE connector of the video cassette/camera recorder for recording.

16 V/S selector
Set as follows according to the type of the recorder.
S: For Betamax VCRs
V: For Panasonic or JVC (VHS) VCRs

17 CTRL L/CTRL selector
When the recorder is connected to the CONTROL L connector 15, set to CTRL L. Otherwise, set to CTRL.

18 VTR-1/VTR-2 selector
When the recorder is connected to the CTRL S OUT or CAMERA REMOTE OUT jack, set this selector as follows:

When the recorder is not equipped with a COMMAND MODE selector:
VTR-1:
- For a Betamax video cassette recorder whose mini-type CONTROL IN or CONTROL S IN jack is connected to CTRL S OUT jack of this controller
- For a JVC VCR whose mini-type CAMERA PAUSE jack is connected to the CAMERA REMOTE OUT jack of this controller

VTR-2:
- For a Sony video cassette/camera recorder using the VTR-2 remote control mode
- For a Video 8 video cassette recorder whose mini-type CONTROL IN or CONTROL S IN jack is connected to CTRL S OUT jack of this controller
- For a Panasonic VCR whose extra-mini type CAMERA REMOTE jack is connected to the CAMERA REMOTE OUT jack of this controller

When the recorder is equipped with a COMMAND MODE selector:
Set to the same positon as the COMMAND MODE selector on the recorder.

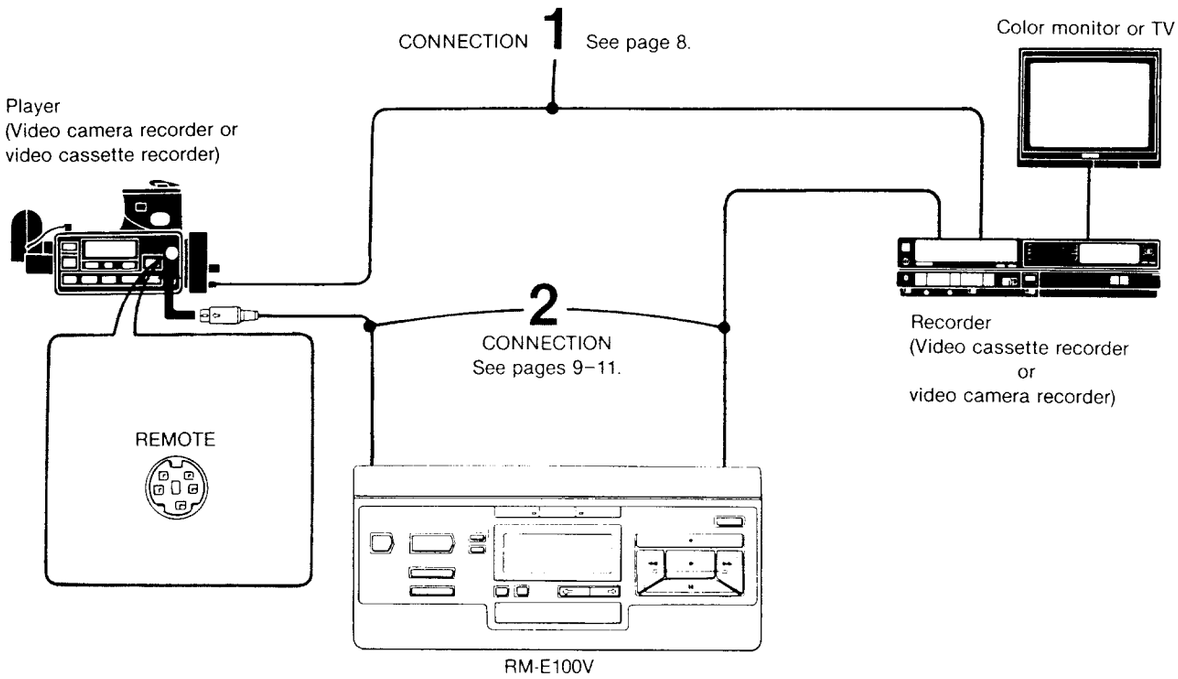
19 CTRL S OUT (control S output) jack (minijack)
Connect to the CONTROL IN or CONTROL S IN (input) jack of the recorder or of the optional RMT-E1S/E1V remote control unit.

20 CAMERA REMOTE OUT (camera remote control output) jack (minijack)
Connect to the CAMERA PAUSE or CAMERA REMOTE (IN) jack (minijack, special minijack or extra minijack) or the CAMERA connector (14-pin, K type) of the recorder.

21 (TO REMOTE) connecting cord (with round 5-pin connector)
Connect to the REMOTE connector of the video cassette/camera recorder for playback. The power of the cassette/camera recorder will be supplied to this controller by this connection.

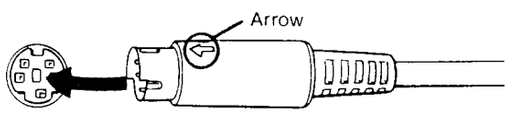
Connections

First connect the player and the recorder, then connect the RM-E100V to both the player and the recorder.
The player should be equipped with the round, 5-pin REMOTE connector.



Notes

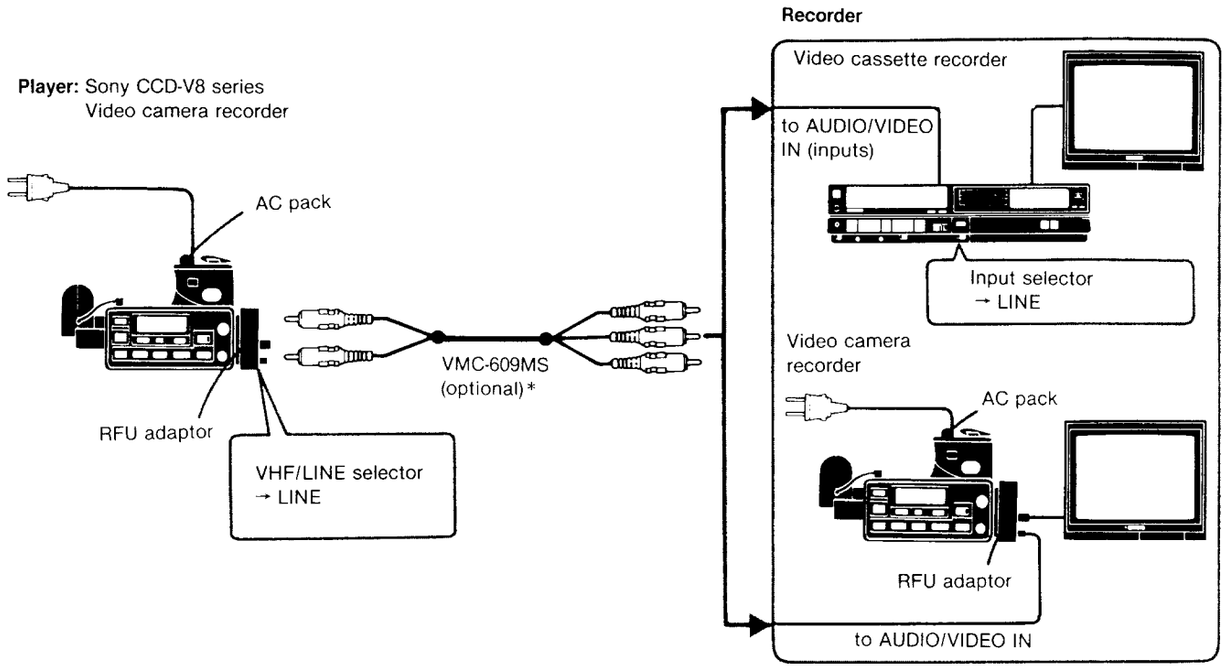
- Be sure to supply the power to the recorder and the player from a wall outlet (using an AC pack if necessary). Never use battery packs for the power source.
- Insert the plug of the (TO REMOTE) connecting cord with the arrow mark up, aligning the pins with the holes on the REMOTE connector.



- If your player and/or the recorder are equipped with a "MEMORY" button, **make sure that the MEMORY indicator of the unit is turned off.**

1 Connection of the player and the recorder

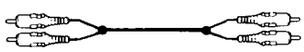
This connection is not necessary if the RM-E100V is to be connected to the CAMERA connector of the recorder. (Go directly to E on page 12.)



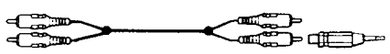
- A color monitor or a TV can be connected to the player also. However, it cannot be used for monitoring the programs edited on the recorder.

* If the recorder is equipped with a monaural audio input jack, use the following optional connecting cords.

VMC-606M/607M (2 phono plugs ⟷ 2 phono plugs)



VMC-606M/607M + PC-21M plug adaptor
(converts phono plug into miniplug)



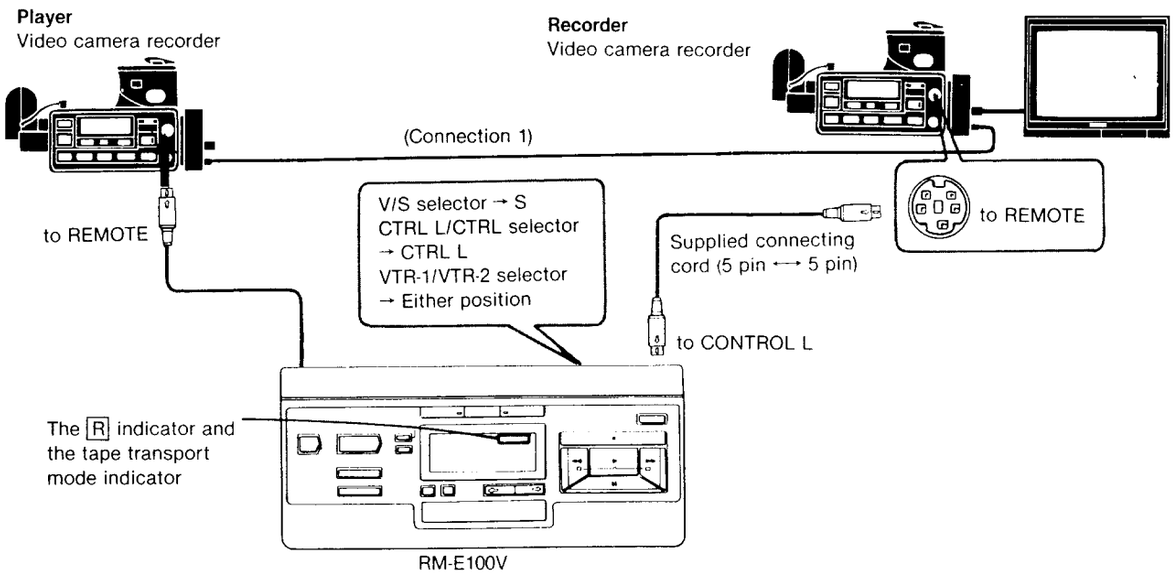
2 Connection of the RM-E100V

The connection differs according to the connector or jack of the recorder.

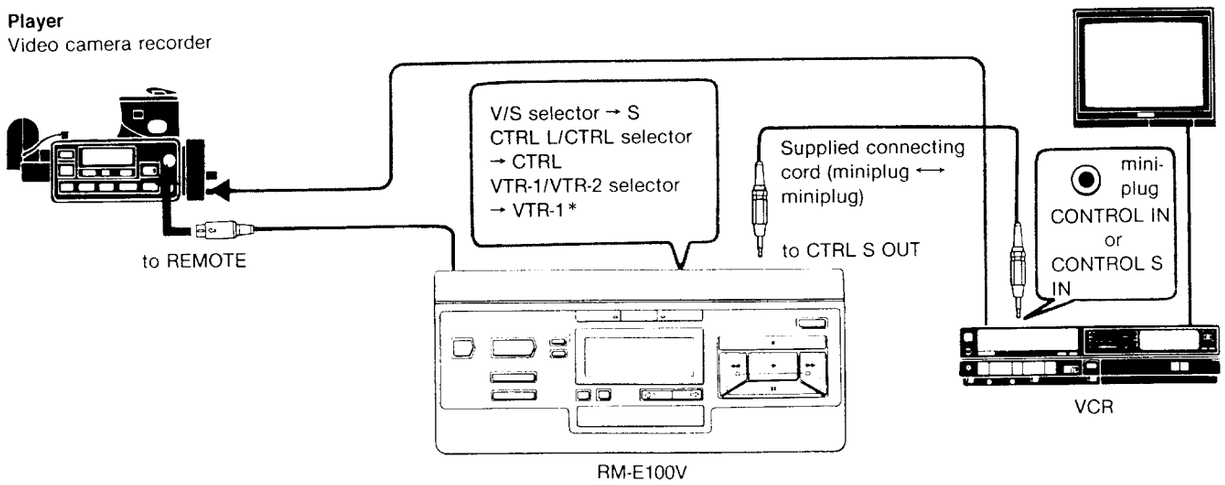
Notes

- When the REMOTE connector of the video camera recorder to be used is a stereo mini-mini type, connect the supplied adaptor cord (5-pin to stereo mini-mini) to the 5-pin connecting cord.
- With connections C, E, F and G, only the start and pause of recording during automatic assemble editing is controlled by this unit. The recorder cannot be operated by pressing the ◀◀, ▶▶, ▶ or ■ (tape transport) button, or by the RECORDER REC or VIDEO EDIT button on this unit. However, for connections C and E, if the recorder is a Sony infrared remote control VCR, you will be able to operate the recorder with these buttons by performing connection D instead.
- You cannot make more than one connection simultaneously on the recorder's side. This unit will control only one player and one recorder.
- **For connections B – G ; the R indicator and the tape transport mode indicators for the recorder are not displayed in the display window.**

A When the recorder is equipped with the 5-pin REMOTE connector (with the configuration as illustrated below)
Ex. CCD-V8 Video camera recorder

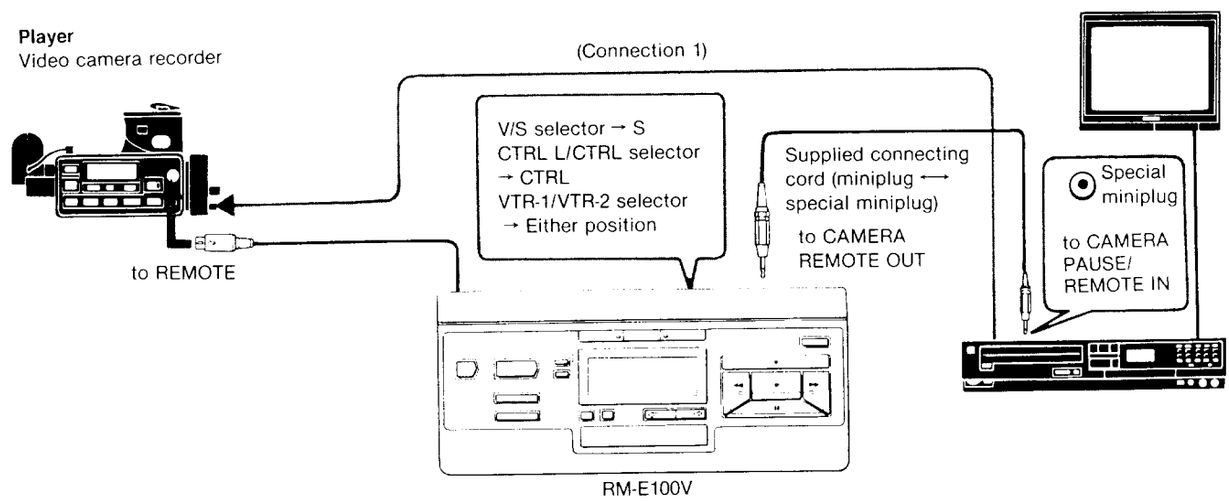


B When the recorder is equipped with the CONTROL IN or CONTROL S IN (input) jack



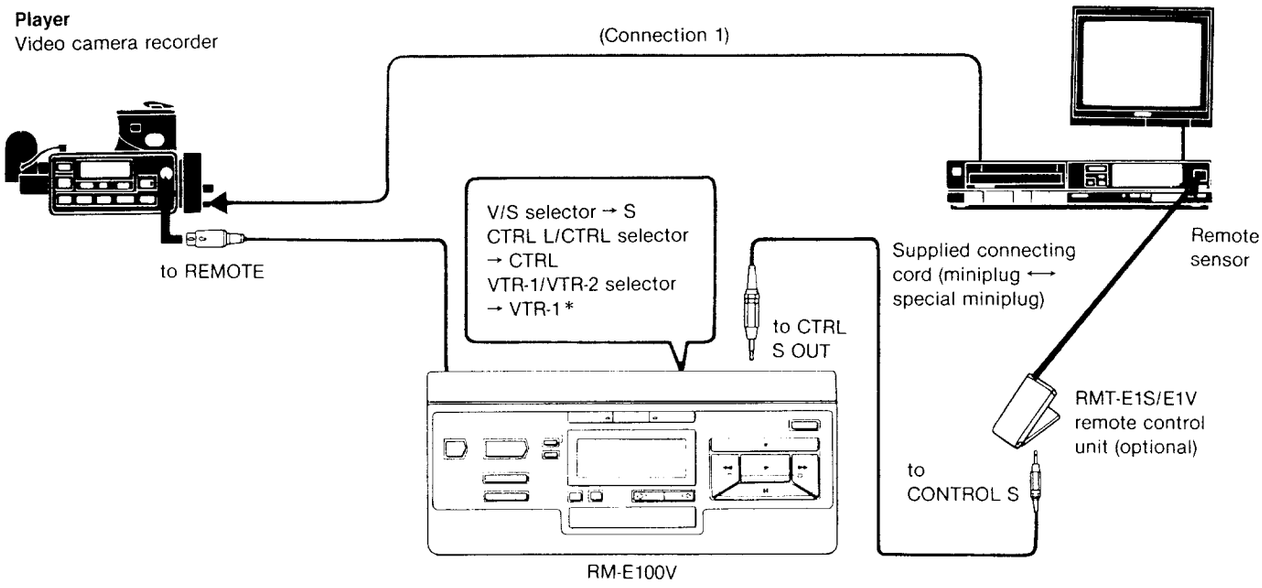
* Set the VTR-1/VTR-2 selector to VTR-2 when the remote control mode of the recorder or the COMMAND MODE selector of the recorder (if provided) is set to VTR-2.

C When the recorder is a β Betamax VCR equipped with the CAMERA PAUSE or CAMERA REMOTE IN jack



D When the recorder is a Sony infrared remote control VCR

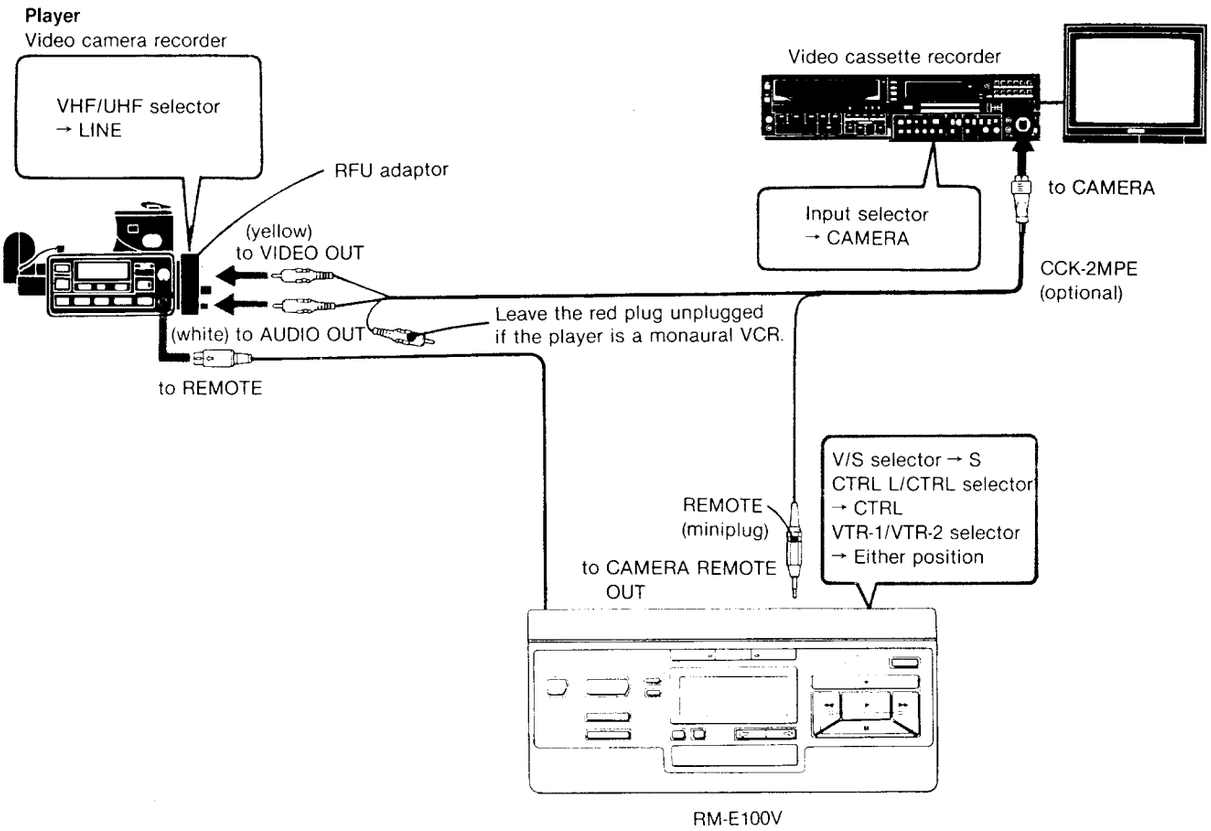
The recorder can be controlled by this unit, via the optional RMT-E1S/E1V remote control unit.



* When the remote control mode of the recorder is VTR-2, set to VTR-2.

- For installation of the remote control unit, refer to the instruction manual of the remote control unit. Incorrect installation may cause malfunction of the player.
- If the signal of the remote commander supplied to the video cassette deck cannot be memorized in the RMT-E1V, the video cassette deck cannot be operated with this unit.

E When the recorder is a Betamax VCR equipped with the CAMERA connector (14-pin, K type)



F When the recorder is a VHS format JVC VCR equipped with a mini type CAMERA PAUSE jack

Perform connection C, but the following points should be changed:

- Use the supplied (**miniplug ⟷ miniplug**) connecting cord to connect the CAMERA PAUSE jack of the VCR and the CAMERA REMOTE OUT jack of this unit.
- Set V/S selector to "V".
- Set VTR-1/VTR-2 selector to "VTR-1".

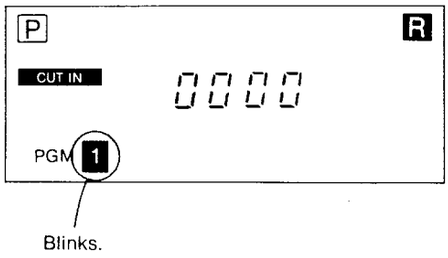
G When the recorder is a VHS format Panasonic VCR equipped with an extra-mini type CAMERA REMOTE jack

Perform connection C, but the following points should be changed:

- When connecting the CAMERA REMOTE OUT jack of this unit to the VCR, connect one end of the supplied (**miniplug ⟷ miniplug**) connecting cord to connect the CAMERA REMOTE OUT jack of this unit, then connect the other end of the cord to the CAMERA REMOTE jack using the supplied plug adaptor (mini → extra mini).
- Set V/S selector to "V".
- Set VTR-1/VTR-2 selector to "VTR-2".

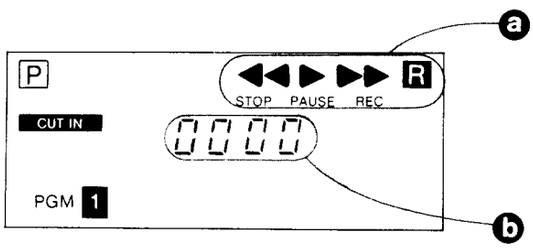
Display Window

Program Number



When the player is turned on, the tape counter in the display window indicates "----" for a few seconds, then indicates the same contents as the tape counter on the player. The program number (PGM 1 for the example above) will start blinking. (With some VCRs connected as the player, the tape counter will show the same contents as the tape counter on the player as soon as the RM-E100V is connected.)
The program number continues blinking during normal tape operation. When a program is memorized for automatic assemble editing, the number for the program will change to remain lit and the next program number starts blinking. Up to 8 programs can be memorized in the PGM (program) 1 to 8 positions. The numbers of the memorized programs will remain lit after automatic assemble editing, preview and program play operations.

Indications Depending on the Connected Equipment



ⓐ These indications appear only when the recorder is connected to the CONTROL L connector.
ⓑ The tape counter shows the same contents as the tape counter on the player.
If the player is equipped with a "time" counter, the counter will be of 5 digits and the minus sign. H, M and S indicators will also appear.

The illustrations used in this manual show the case when the recorder is connected to the CONTROL L connector and the player's counter is a tape (4 digits) counter.

Error Indicator

ERROR

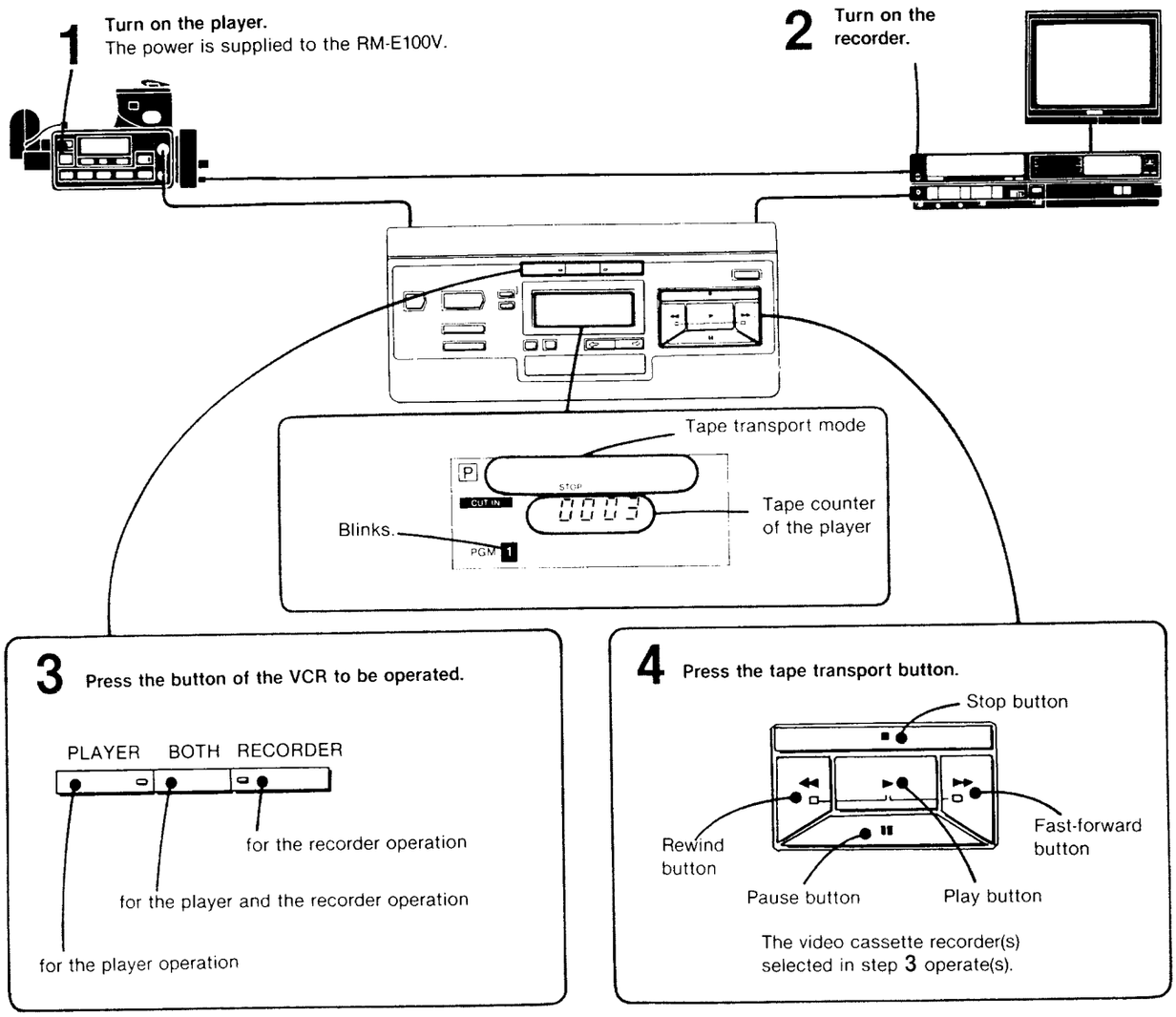
The ERROR indicator blinks in the following cases:
- When nothing is connected as the recorder
- When the CTRL L/CTRL selector is set incorrectly
- When both the CTRL S OUT and CAMERA REMOTE OUT jacks are connected and the CTRL L/CTRL selector is set to "CTRL".

This indicator also blinks when the cut-in and cut-out points for automatic assemble editing are not set correctly. Refer to page 18.

Operation of the Player and the Recorder

Tape transport on the player and the recorder* can be controlled by the tape transport buttons on this unit.

* The recorder connected to the CAMERA REMOTE OUT jack cannot be controlled by the tape transport buttons on this unit.


1 Turn on the player.
The power is supplied to the RM-E100V.
2 Turn on the recorder.
Tape transport mode
Tape counter of the player
Blinks.
3 Press the button of the VCR to be operated.
PLAYER
BOTH
RECORDER
for the recorder operation
for the player and the recorder operation
for the player operation
4 Press the tape transport button.
Stop button
Rewind button
Fast-forward button
Pause button
Play button
The video cassette recorder(s) selected in step 3 operate(s).

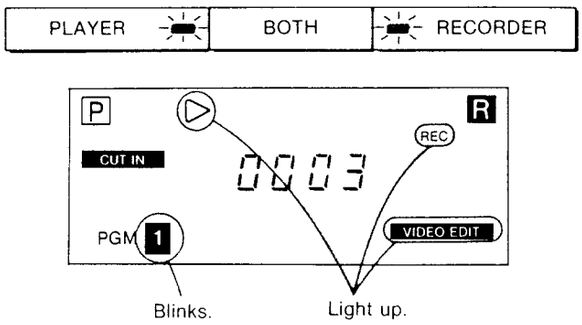
- If the player and/or the recorder are provided with the picture search (Betascan), Skip Scan (Beta SkipScan) and automatic rewind functions, these functions can also be activated with the tape transport buttons on this unit.
- The tape transport buttons on the player and the recorder are operative even when this unit is connected.

Basic Editing Modes

For the recorder connected to the CAMERA REMOTE OUT jack, these modes cannot be activated.

To Edit the Entire Tape Contents to Another Tape

1 Press the BOTH button and the ◀◀ button to rewind the tape on the player and the recorder to the beginning.
2 Press the VIDEO EDIT button. Editing begins.



The lamps of the PLAYER and RECORDER buttons light automatically.

If editing does not seem to begin when the VIDEO EDIT button is pressed once, try pressing the same button again.

Editing can also be started in the middle of the tape by pressing the VIDEO EDIT button.

To stop editing
Press the VIDEO EDIT button again. The player and the recorder are set to the stop mode and the VIDEO EDIT indicator disappears.

Notes
- During editing, the tape transport buttons are inoperative.
- The recorder stops automatically when the tape of the player reaches the end.
- Editing does not begin when the recorder is in recording pause mode.

Manual Assemble Editing
— To edit only desired scenes while viewing playback

1 Press the PLAYER button.
2 Press the ▶ button. The player starts playback.
3 Press the RECORDER button.
4 At the point where you want to start recording, press the RECORDER REC button.

To pause recording
Make sure the lamp on the RECORDER button is lit and press the ❚❚ button.

To resume recording
Press the ❚❚ button again.
To protect the video heads and the tape, pause mode will be released automatically after about 8 minutes and the recorder will be set to stop mode or (depending on the recorder) resume recording.

To stop recording
Press the ■ button.

To stop playback
Press the PLAYER button and then the ■ button.

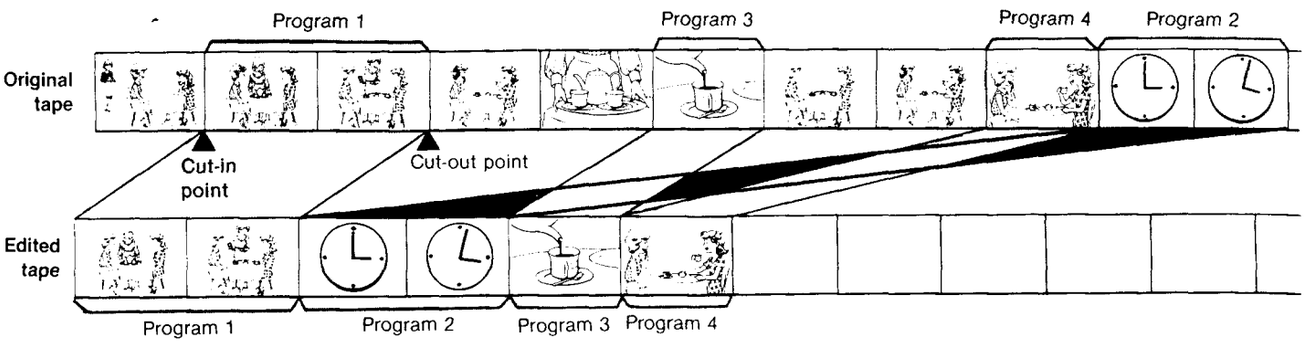
To Start Recording from the Recording Pause Mode

Smoother starting of recording can be made from the recording pause mode than from the stop mode. When starting recording, simply press the ❚❚ button of this controller after following the steps below.

1 Press the RECORDER button so that the lamp of the button lights.
2 Press the ▶ button and locate the point where you want to start a new recording (using the picture search, or other playback functions that can be activated on your recorder).
At the desired point, press the ❚❚ button.
3 Press the RECORDER REC button.
The recorder goes into recording pause mode and the picture being played back on the player can be viewed on the monitor or TV connected to the recorder.

Note
When recording is resumed after the tape has been stopped with the ■ button or from recording pause mode, it is possible that a "rainbow effect" or a distorted picture will be seen in between the recordings when they are played back.

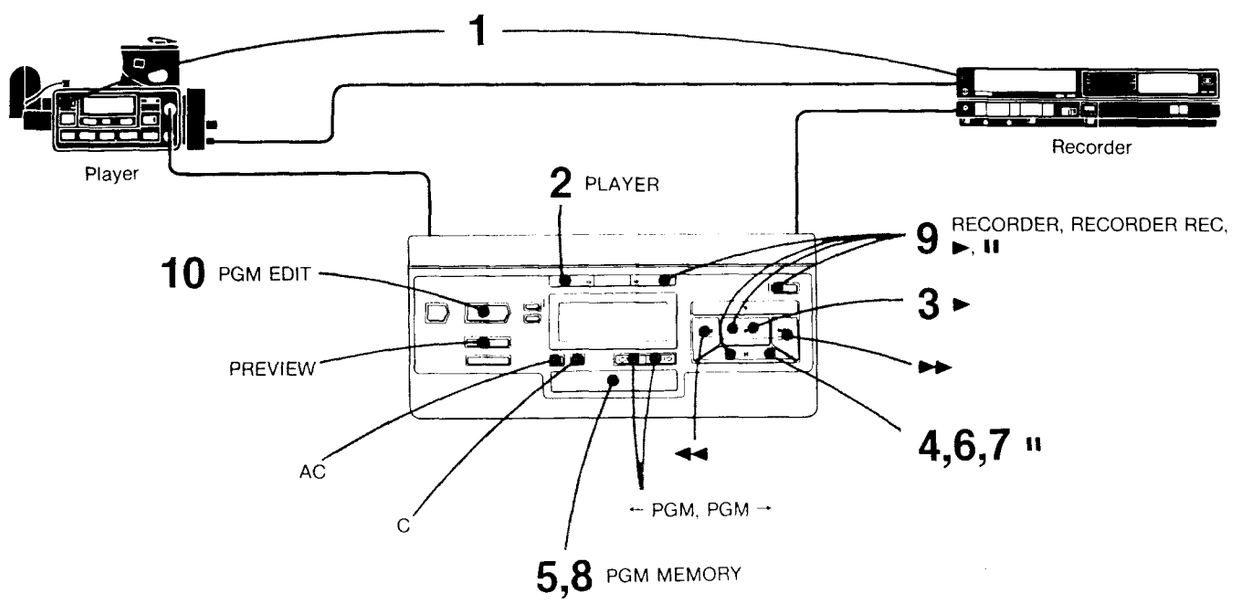
Automatic Assemble Editing



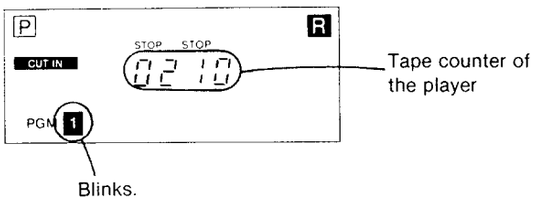
In automatic assemble editing mode, only the required scenes on a tape can be edited automatically to another tape in the desired sequence. Preset the cut-in and cut-out points of the required scenes in the order to be edited. Simply by pressing the PGM EDIT button, editing will proceed automatically. Up to 8 scenes can be edited.

Notes

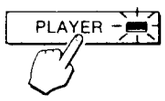
- On certain VCRs, it is possible that a "rainbow effect" or a distorted picture will be seen in the playback of the portions where the previously recorded and newly recorded portions overlap.
- Depending on the player and/or recorder, the cut-in and -out points that have been preset will be shifted by a small amount when the actual assemble editing is made and will be shifted more if the editing is repeated. We recommend you as a precaution to preset the starting point some points behind/ahead of the actual desired starting point according to the amount of the shift.
- The tape transport buttons on the player and the recorder are operative even while programming or automatic assemble editing is being executed. So, be careful not to touch a button in error, as automatic assemble editing might fail inadvertently.



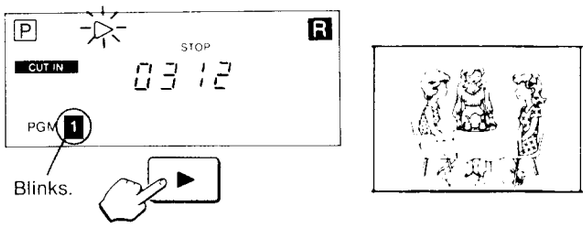
1 **Turn on the power of the player and the recorder.**



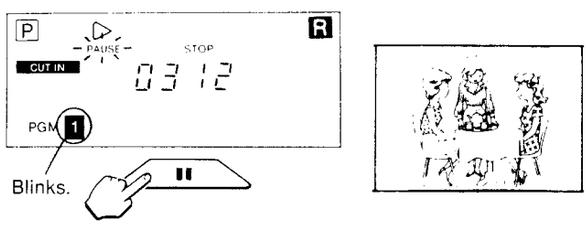
2 **Press the PLAYER button.**



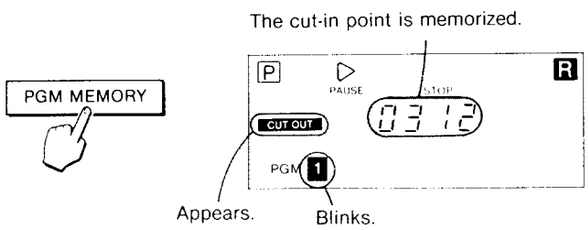
3 **Press the ▶ button to play back the original tape and locate the cut-in (starting) point of the scene to be edited first (program 1).**
Use the Betascan function, etc. if they can be activated on your player.



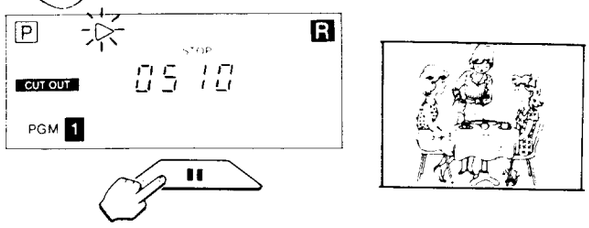
4 **At the cut-in point, press the ❚❚ button.**



5 **Press the PGM MEMORY button.**

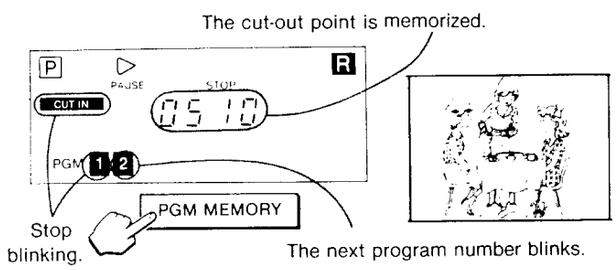


6 **Press the ❚❚ button to resume playback and locate the cut-out (end) point of the scene.**



7 **At the cut-out point, press the ❚❚ button.**

8 **Press the PGM MEMORY button.**



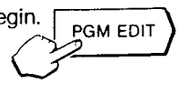
To edit other scenes, resume playback by pressing the ❚❚ button and locate the cut-in point of the next scene, then repeat steps **4** to **8**.
To play back the memorized scenes and check the cut-in and -out points before actual editing, see "Preview" on page 19.

9 **Set the recorder to recording pause mode,** following the steps of "To Start Recording from the Recording Pause Mode" on page 15.

For a [B] Betamax VCR connected to the CAMERA REMOTE OUT jack, press the **pause button and the record button** on the recorder.
For a JVC or Panasonic VCR connected to the CAMERA REMOTE OUT jack, simply press the record button on the recorder. The recorder will automatically be set in the recording pause mode.*

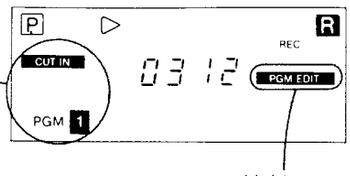
* If recording starts instead, press the VTR select button "RECORDER" and then press ❚❚ (pause) button. (Press again if recording does not pause.) **Do not** press the ❚❚ pause button on the recorder itself, as this will cause malfunction of the start and pause function of the recorder.

10 Press the PGM EDIT button.
Automatic assemble editing will begin.
The procedure is as follows:



Player: Playback of program 1 → Fast forward or rewind → Playback of program 2 → Fast forward or rewind →.....etc.
Recorder: Recording of program 1 → Recording pause → Recording of program 2 → Recording pause → ...

The next cut-in or -out point and number of program will be displayed one after another.



Lights up.

When automatic assemble editing is completed, the player and the recorder will be automatically set to stop mode and the PGM EDIT indicator disappears.

To repeat the same automatic assemble editing
Set the recorder into the recording pause mode.
Press the PGM EDIT button again.

If desired, the cut-in and cut-out points can be preset by pressing the PGM MEMORY button during playback, without pausing the tape as in steps **4** and **7**.

During automatic assemble editing, each scene is played back from a point slightly ahead of the memorized cut-in point (by approximately 5–10 digits of the tape counter) and to a point slightly after the memorized cut-out point (by approximately 1 digit of the counter), while it is recorded correctly from the memorized cut-in point to the cut-out point.

To stop the automatic assemble editing
Press the PGM EDIT button again.
The recorder is set to recording pause mode.

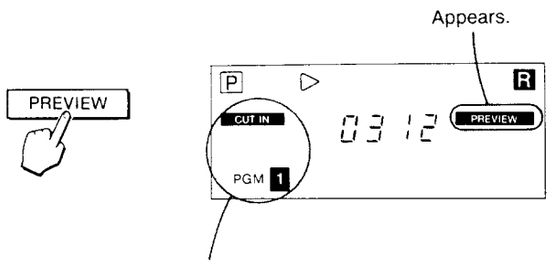
Notes
- After presetting the scenes, never press the COUNTER RESET button on this unit or on the player or remove the cassette from the player. Doing so will cause the tape counter to be reset to zero and the cut-in and cut-out points to be shifted.
- During automatic assemble editing, only the AC button (to clear the memorized programs) and the PGM EDIT button (to stop the editing) are operative. The other buttons will not operate.
- A cut-in point should be at least 10 digits of the tape counter after the beginning of the tape, and the cut-out point should be at least 3 digits before the end of the tape. With less space, automatic assemble editing and program play (page 20) may not operate correctly.
- When the cut-in point of a scene is memorized just after the cut-out point of the previous scene, the two scenes will be played back continuously.
- When 8 scenes have been programmed, all 1 to 8 program numbers will remain lit. However, if the ← PGM or PGM → button is pressed to change or erase the memory of a certain scene, the corresponding program number will blink.
- The memorized cut-in and cut-out points will be erased when the power of the player is turned off. (With some VCRs connected as the player the memorized points will not be erased.)
- On certain VCRs, automatic assemble editing and previewing may not operate correctly if the cut-out point is memorized witin 4 digits of the tape counter after the cut-in point.

When the ERROR indicator blinks

The cut-in point on the tape is behind the cut-out point of the same program. Enter the points correctly, following "To change the program" on page 19. If the correction is not made, the scene will be skipped during automatic assemble editing.

Preview — To check the programs before actual editing

Press the PREVIEW button.



The next cut-in or -out point and number of program

Rewind or fast forward to the point slightly ahead of the preset cut-in point
↓
Playback for approximately 5–10 digits of the tape counter
↓
Still picture of cut-in point for several seconds
↓
Playback
↓
Still picture of cut-out point for several seconds

The above is repeated consequently for each memorized scene in the program number order.
After playback of the last scene, the tape will stop automatically.

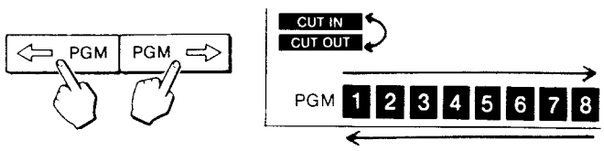
During playback in between the cut-in and -out points, the picture can be scanned faster by pressing the ▶▶ button.
In still picture, fast forward or rewind mode, only the AC button is operative. The other buttons will not function.

To repeat the same previewing
Press the PREVIEW button again.

To stop the previewing that is in operation
Press the PREVIEW button.

After Programming

To check the tape counter of the cut-in and cut-out points
Press the ← PGM or PGM → button.

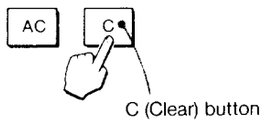


Each time the PGM → button is pressed, the tape counter indicates the cut-in and -out point of program 1 to program 8 successively.
When the ← PGM button is pressed, the sequence is reversed.
For the program number into which nothing is preset "----" is displayed.
The tape counter will automatically return to the counter of the player after several seconds.

To change the program

1 Press the ← PGM or PGM → button until the tape counter of the cut-in or -out point you desire to change is displayed in the display window.
2 Press the PLAYER button, and then the ▶ button to start playback.
3 Re-locate the desired cut-in or -out point to be set, and then at that point, press the ❚❚ button and the PGM MEMORY button.
Repeat steps 1–3 for each point to be changed.

To erase the memory of a certain program

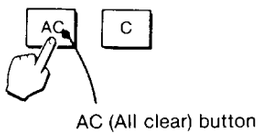


C (Clear) button

1 Press the ← PGM button or the PGM → button until the cut-in point of the program to be erased is displayed on the tape counter.
2 Press the C button. The counter indicates "----" for several seconds, then returns to the tape counter for the player.
3 Press the PGM → button once to display the cut out point of the program.
4 Press the C button. The counter indicates "----" for several seconds, then returns to the tape counter for the player.
The program is now erased from the memory.

For each program to be erased, repeat the same procedure.

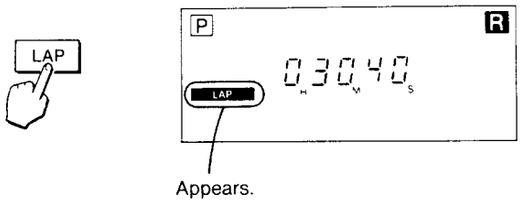
To erase the memory of all the programs



AC (All clear) button

Press the AC button.
The counter indicates "----" for several seconds, then returns to the tape counter for the player. The CUT IN indicator appears and program number **1** blinks.

To check the total time of all the scenes to be edited
When the player is equipped with a "time" counter (5-digits counter with H, M, S indicators) the approximate total time of all the scenes to be edited will be displayed by pressing the LAP button. This function is useful when you want to know if the tape is long enough for recording.



Appears.

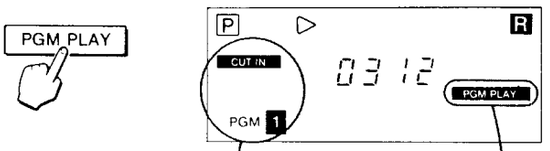
When the player is not equipped with a time counter, the "----" is indicated on the counter.

To return to the tape counter for the player, press the LAP button again.

Program Play
— To play back the memorized scenes automatically

The memorized scenes can be played back in sequence as BGV (Background Video).

After performing steps **1** to **8** of automatic assemble editing (page 17), press the PGM PLAY button.



The next cut-in or -out point and program number

Appears.

The tape will be wound to the point slightly before the memorized cut-in point (by approximately 5–10 digits of the tape counter) and playback begins. When the tape reaches the cut-out point, the player automatically goes into fast forward or rewind mode to locate the next scene. For each memorized scene, the same procedure is repeated. After playback of the last scene is completed, the tape stops.
To repeat program play, press the PGM PLAY button again.
To stop the program play, press the PGM PLAY button.

Specifications

Power requirements	6–9 V DC (supplied from the player)
Power consumption	0.5 W
Dimensions	Approx. 355 × 40 × 160 mm (w/h/d) (14 × 1⅝ × 6⅜ inches) incl. projecting parts and controls
Weight	Approx. 850 g (1 lb 14 oz) incl. the cords attached

Inputs and outputs

CONTROL L	Round, 5-pin connector (1)
CAMERA REMOTE OUT	Minijack (1)
CTRL S OUT	Minijack (1)

Accessories supplied

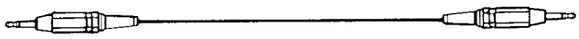
Connecting cord (5-pin to 5-pin) (1)

male male

Adaptor cord (5-pin to stereo mini-miniplug) (1)

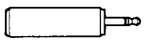
female

Connecting cord (miniplug to miniplug) (1)



Connecting cord (miniplug to special miniplug) (1)

Plug adaptor (converts miniplug to extra-miniplug) (1)



Optional Accessories

Remote control unit RMT-E1S/E1V
Connecting cord CCK-2MPE
(3 phono plugs and 1 miniplug ⟷ 14-pin K-type connector, with mini → special mini plug adaptor)

Design and specifications subject to change without notice.

Trouble Checks

If any difficulty should arise during operation, first check the player connection, then go through the following list. Should the difficulty persist, unplug the unit and contact your Sony dealer or local authorized Sony service facility.

Symptom	Possible causes
The ERROR indicator blinks when the player is turned on.	• Incorrect recorder connection. • Incorrect CTRL L/CTRL selector setting. • Two VCRs are connected on the recorder's side.
The recorder and/or the player does not operate when the VIDEO EDIT, tape transport or RECORDER REC button is pressed.	• The power of the recorder or the player is turned off. • Incorrect VTR-1/VTR-2 selector setting. • Incorrect VCR select button setting. • The recorder connected to the CAMERA REMOTE OUT jack cannot be activated with these buttons. • The player cannot be activated with the RECORDER REC button. • No cassette is loaded in the recorder. • The cassette safety tab has been removed or slid to prevent erasure of recording.
Recording does not begin even if the PGM EDIT button is pressed for automatic assemble editing.	• The tape for recording is wound to the end. • The cassette safety tab has been removed or slid to prevent erasure of recording.
Automatic assemble editing cannot be made correctly.	• The COUNTER RESET button on this unit or on the player was pressed during editing. • The power of the player or the recorder was turned off or the cassette was removed. • The cut-in and -out points are preset incorrectly. • The ERROR indication was blinking during programming. • The cassette safety tab has been removed or slid to prevent erasure of recording.
The tape counter does not indicate the counter of the player.	• The LAP button has been pressed. Press the LAP button again.

Reference for the Connections

	Jack (or sensor) of your recorder		Jack of this unit	Cable or unit to be used	Position of switch		
					V/S	CTRL L/ CTRL	VTR 1/ VTR 2
SONY Video equipment	REMOTE* or CONTROL L	(5 pin, round)	CONTROL L	5 pin ⟷ 5 pin	S	CTRL L	Either position
	CONTROL S	(minijack)	CTRL S OUT	miniplug ⟷ miniplug	S	CTRL	VTR 1** or VTR 2
	CAMERA REMOTE	(special minijack)	CAMERA REMOTE OUT	miniplug ⟷ special miniplug	S	CTRL	Either position
	CAMERA CONNECTOR	(14 pin, K-type)	CAMERA REMOTE OUT	CCK-2MPE (optional)	S	CTRL	Either position
	REMOTE SENSOR with a R mark		CTRL S OUT	RMT-E1S/E1V Remote control unit (optional)	S	CTRL	VTR 1** or VTR 2
VHS VCR	Panasonic CAMERA REMOTE	(extra minijack)	CAMERA REMOTE OUT	miniplug ⟷ miniplug with (mini → extra-mini) plug adaptor	V	CTRL	VTR 2
	JVC CAMERA PAUSE	(mini-jack)	CAMERA REMOTE OUT	miniplug ⟷ miniplug	V	CTRL	VTR 1

* When the REMOTE connector of the video camera recorder to be used is a stereo mini-mini type, connect the supplied adaptor cord (5-pin to stereo mini-mini) to the 5-pin connecting cord.

** Select the remote control command mode of your recorder.
For Betamax VCRs with a COMMAND MODE selector, set to the position that corresponds with the setting of the COMMAND MODE selector.
For other Betamax VCRs, set to VTR-1.
For 8 mm video format equipment with the VTR-2 command mode, set to VTR-2.